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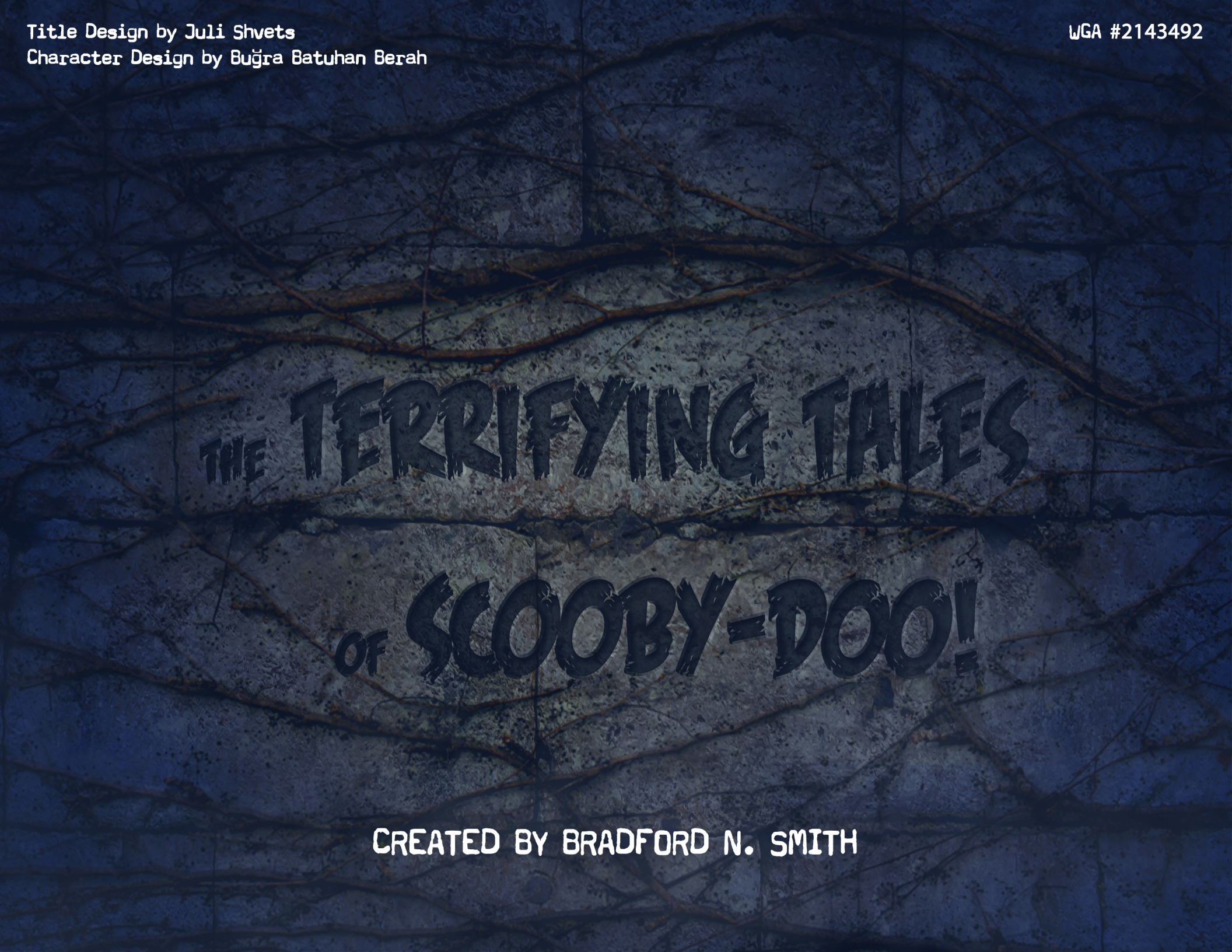

PREMISE

Secluded in his Himalayan castle, Vincent Van Ghoul invites audiences into his library for the first time ever to share a peek into the stories from every corner of the franchise. Similar to *The Twilight Zone* or *Tales from the Crypt*, this anthology series is full of hourlong episodes that absorb everything from the past half century or so of *Scooby-Doo* content and create something new.

Is there an A-list celebrity begging to guest star with the gang? Do fans want to see another mystery with the 2002 live-action cast? Has Frank Welker got an idea for a Fred & Scooby spin-off? The possibilities with this series are endless as episodes are no longer bound by any one canon!

VINCENT VAN GHOUL

Character Design by Buğra Batuhan Berah

A mystic, an explorer, a man of exquisite taste, Mr. Van Ghoul is the "Rod Serling" of this series, unexpectedly popping in and out of each tale. The only character in every episode, he's the audience's guide, dropping in with snarky remarks whenever he sees fit, constantly breaking the "fourth wall." Yet, despite his cheeky attitude, this rugged sorcerer continues to remain the imposing presence he's been since his introduction.

SEASON OVERVIEW

Innocent Revenge

Meeting one another in the prison library and feeling unjustly sentenced for committing no crimes, Penrod Stillwall (the Headless Specter), Crusty Baker (Bigwig) and Crunchy Granville (Motoshondu) team up to break out and get revenge on Mystery Inc.

A Tale Of Two Teens

Set during the events of *The 13 Ghosts of Scooby-Doo*, Fred and Velma are forced to handle a decades old mystery at Fred's ballet camp on their own. While incredibly confident at first, considering themselves to be the two most crucial members of the gang, they soon find solving the case as a duo much more challenging.

SEASON OVERVIEW

No Mystery Here

Arriving in the town of Mystery on Halloween night, the gang's shocked to discover nothing even slightly paranormal going on. Out of their element, the teens are forced to figure out a new way to keep busy during their stay, without a mystery to solve.

The Doo Squad

Super-powered versions of the gang are called upon to stop a vampiric alien invasion from transforming the citizens of Coolsville into the newest members of their undead hoarde. But with the trouble spreading, the team quickly realizes they may need some back-up in the form of an avian hero and his dog.

SEASON OVERVIEW

The Pups Named Scooby Too

In the year prior to Scooby-Doo's adoption, a ghost pig haunting the Knittingham Puppy Farm becomes his first ever mystery. Determined to protect his home, the pup recruits his cousins Scooby-Dee and Scooby-Dum to take on this kooky case.

The Demon Dragon Of Derbyshire

A distinctly British mystery in a haunted castle is at the center of this *Wallace & Gromit* inspired episode, featuring the gang in claymation for the first time ever!

SEASON OVERVIEW

A Brave Scoob World

The gang is on the case of the Powerplant Predator, only in this universe it's Shaggy and Scooby-Doo who are the brave leaders of Mystery Inc. Unfortunately, that doesn't make the mystery any easier to solve, as this version of Fred fulfills the role of team scaredy cat to an even more extreme degree than the pair ever did.

Bluestone

Bluestone the Great's criminal history is revealed from his own point of view in a true crime documentary which explores all that audiences couldn't see of his activities during the events of the *Scooby-Doo, Where Are You!* episode "Hassle in the Castle."

SEASON OVERVIEW

Marcie! Marcie! Marcie!

A trio of tales explore the gang's first encounters with Marcie 'Hot Dog Water' Fleach (of *Scooby-Doo! Mystery Incorporated*) in the *Scooby-Doo, Where Are You!*, *A Pup Named Scooby-Doo* and *Be Cool, Scooby-Doo!* universes.

A Dark And Scooby Night

In classic film noir fashion, a femme fatale hires the 1930s era Mystery Inc. to solve a ghostly murder. With the case leading the gang to the haunted mansion of a gangster, these teens are soon in danger of finding themselves on the inside of a body bag as well!

SEASON OVERVIEW

She's A Hex Girl!

In an alternate *Scooby-Doo! Mystery Incorporated* universe, Daphne decides to leave the gang and remain as Crush, joining the Hex Girls on tour. Though a thrill at first, a stop in Oakhaven results in Daphne experiencing the events of *Scooby-Doo and the Witch's Ghost* without her usual mystery-solving friends.

To Be Frank

Following Fred's kidnapping by the Burbank Beast, the gang travels to the live-action world to recruit a friend with an equal amount of mystery-solving knowhow to help... Frank Welker. However, despite years of voicing animated characters, Frank discovers he's less ready for an actual animated mystery than he thought!

FUTURE

Though clearly made for the fans, this series would also serve as a space for diverse and talented writers, artists and directors to add their unique perspectives to this beloved franchise. Ideally, episodes could additionally be used as a testing ground for potential new spinoffs or films, allowing any fresh idea to be explored, with a much smaller risk than developing an entirely new project but with just as big an audience. In an attempt to appeal to fans who have been begging for more *Scooby-Doo! Mystery Incorporated*, the return of Scrappy, or practically anything else, without the concern of maintaining a "main franchise canon," or needing to produce an entire follow-up series, everything can finally be available to play with.